

## Aberrant Flinger Level 20 Minion Brute

Medium aberrant beast XP 700

**HP** 1; a missed attack never damages a minion. **Initiative** +16

**AC** 32; **Fortitude** 34; **Reflex** 32; **Will** 31 **Perception** +11

**Speed** 8 Darkvision

**Immune** disease, poison, petrification

### Standard Actions

⊕ **Tentacle Knot** (acid) • **At-Will**

*Attack:* Reach 2; +25 vs. AC

*Hit:* 17 acid damage, and the target is grabbed. A grabbed target takes 8 acid damage at the start of each of the aberrant flinger's turns

### Other Powers

↓ **Fling** • **At-Will**

*Attack (Minor 1/round):* Targets a creature the aberrant flinger is grabbing; +23 vs. Fortitude

*Hit:* 15 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.

*Miss:* The target is no longer grabbed

**Skills** Athletics +23, Endurance +21

**Str** 26 (+18) **Dex** 23 (+16) **Wis** 12 (+11)

**Con** 22 (+16) **Int** 6 (+8) **Cha** 20 (+15)

**Alignment** unaligned **Languages** —

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